

# Stow Youth Baseball

## Try-out and Draft Rules

### 2015 Summer Season - FINAL

#### Try-out Sessions:

- A. The League VP and managers will meet before try-outs to discuss the organization of the sessions.
- B. The League VP, managers, and coaches will be present at each try-out session.
- C. Two try-outs are recommended for each league (batting in one, fielding & throwing in the other).
- D. Try-outs are to be held at any location necessary, as recommended by the League VP, Executive VP, or League President.
- E. Try-outs are to be held in early March.
- F. All non-returning players (did not play previous season) or players moving up an age group that are not protected must try-out in H Maroon, G, and F leagues. Returning (2<sup>nd</sup> year) players remain with their team if it is returning, or they can choose to re-enter the try-outs/draft if they desire to play for a different team. If they choose to go to try-outs, their prior year manager is NOT allowed to draft them and the VP must remind everyone of that.
- G. Sessions consist of basic skills and fundamentals of baseball.

#### DRAFT SYSTEM RULES

- A. After the try-out sessions, the draft will take place as soon as possible, typically about 15-30 minutes after completion of try-outs as determined by the League VP.
- B. The manager and one coach may be present for each team at the draft meeting.
- C. Only the League VP and/or the Executive VP along with managers and coaches as listed above (in item B) may be in the room at the time of the draft – all others must wait outside the closed doors.
- D. Each team has 2 minutes per selection. The draft choice will be forfeited after 2 minutes expires.
- E. A list of all eligible players for the draft will be made up by the League VP, in alphabetic or numeric order, and supplied to each manager/coach. When a selection is made the player's name will be crossed off the list and a copy of the registration form given to the manager.
- F. Drafts will be in order from first to last, subject to the Draft Order rule (K) below.
- G. A manager moving up from one league to the next may protect up to 7 players from their previous spring/summer roster. This player protection is not guaranteed – there must be a manager spot open in the league you are entering. The manager's child (children) will count as 1 (or more if necessary) of the 7 players protected. Remaining team players are drafted from the draft pool.
- H. If a 2<sup>nd</sup> year team of two (2) or more players has no manager/coach from the previous season (eg, if manager moved up to next league), the VP can assign a moving up manager to this 2<sup>nd</sup> year team, provided his moving up team has room for additional players. The VP must use his discretion to fairly assign moving up managers to available second year teams to help balance rosters.
- I. A manager from the previous summer who is moving up an age group can protect up to 7 players. Moving up managers must give list of protected players to league VP two (2) weeks prior to try-outs. If protected players list is not provided to league VP, your protected players will go into the draft – you lose the right to protect the players. If any of your protected players does not want to play for your team, you cannot have them on your team, and the player(s) goes into the draft pool.
- F League \_NEW 2015.** A Manager moving up to F League may take up to 12 eligible players from his G League Team. The Manager is allowed to have a Manager's pick unless he brings the full 12 players from G League.
- J. Manager Picks: Each manager is allowed ONE "Manager Pick" each draft year, as long as their roster will not exceed the max team size based on available players. This player is not allowed to "team jump" within the same league, and is at the discretion of the League VP. A returning 2<sup>nd</sup> year player, who played in that league the prior year, and whose team is returning under the same manager, can NOT be manager picked, that would be team jumping. The Manager Pick is in

addition to the 7 protected players a manager is allowed to protect and move up to the next age group, providing there is room for him to manage. A **new manager** who is assigned a team roster is also allowed a Manager Pick, provided that the previous manager and his child are **not** still with the team (this is to prevent returning teams from picking a new manager to add his child AND a Manager Pick to the roster, whether or not that is the intent). This pick will be from the list of players in the draft pool. The Manager Pick form must be completed and turned in to League VP one week prior to try-outs. The League VP will then turn the form into the Secretary. If this form is not turned in, your Manager Pick player will go into the draft and be available for all managers to choose from – you lose the right to a Manager Pick.

- K. **Draft Order:** Draft order is determined by how many players are on each team prior to the draft, not including blind picks. The team with the fewest players goes first, and the team with the most players goes last. The ORDER is same in each round, but not every team may pick in every round.
- (i) EVERY team that needs a player picks in the FIRST round.
  - (ii) Only teams still with LESS THAN 10 players (NOT including Blinds) pick in second round.
  - (iii) Only teams still with LESS THAN 10 players (NOT including Blinds) pick in third round, etc.
  - (iv) When ALL teams have 10 or more players, then ALL teams resume picking until roster is full.
- L. **Siblings:** Unless the parents specifically ask that siblings do NOT play on the same team:
- (i) If one sibling on team roster is protected, all other returning siblings on team roster must be protected as part of the 7 protected + 1 MP players moving up.
  - (ii) If a sibling is added who was not on the team's roster the prior season (e.g. sibling did not play prior season, sibling of Manager Pick, moving up team getting older sibling, etc.), that sibling is added and counted for draft order purposes, but the team loses its 3<sup>rd</sup> draft pick.
  - (iii) If there are siblings eligible in the try-outs/draft, and a manager selects one, the manager must draft the remaining sibling(s) within his next three picks.
- M. If there is a tie for a draft position, some form of a tiebreaker will be used (for example: a deck of cards, a coin flip, or names drawn out of a hat), as determined by that League VP.
- N. **Blind Picks:** If a player signed up for the try-outs and did not show up for either session, he will be part of a blind draft. This player will not affect what round the manager drafts, the draft order is determined based on roster size prior to the blind picks. The blind draft order shall follow the same order used for the picking draft rounds and will be done before the draft takes place. All the blind pick names are placed in a hat (with blank slips added so total slips equals the number of teams drawing). Each team draws a slip in the draft order. Exception is if any team only needs one (1) player to complete its roster, that team does NOT take a blind pick (every team is allowed to make at least one draft pick, unless their roster is already full).
- a. If the number of blind picks exceeds the number of teams drawing and thus requires more than one round, the 1<sup>st</sup> round will contain all blind pick names. The 2<sup>nd</sup> round will contain remaining blind pick names and blanks necessary to allow each team to draw. This process will continue until all blind pick names are drawn. You must always have equal number of slips per number of teams in each round.
- O. The draft will continue until all rosters are full.
- P. At the end of the draft, each manager **MUST** leave a signed copy of his/her team's players' names and uniform sizes with their League VP, and the League VP will put a copy in the Secretary's box. The roster does not need to be complete at this time, but it must have the manager's name and signature, coaches' names, players' names, and uniform sizes.
- Q. **Late Sign-ups:** At the end of the draft, the League VP must also turn into the Secretary the team order of placement for all late sign-ups. This is to help with the quickest placement possible for all late sign-ups. The VP makes this order random, and unknown to the managers, to avoid any managers trying to arrange a late sign-up for their team. Teams having the fewest players must be first in the order. Teams that lose players after the draft will be moved up in the late-signup list. When all rosters are full, any late sign-ups will go on a waiting list in case a roster spot opens up.

R. Final Rosters are due to the Secretary by the second Monday in April at 10pm (since it is a Monday, the SYB hall is open until 10pm). This official Hot Stove roster must be completed in full and signed by the manager.